

CIRCUS MAXIMUS

CHARIOT WARS



INSTRUCTION MANUAL

ENCORE



Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

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See back page of this manual for Customer Service Numbers.

SLES-50935

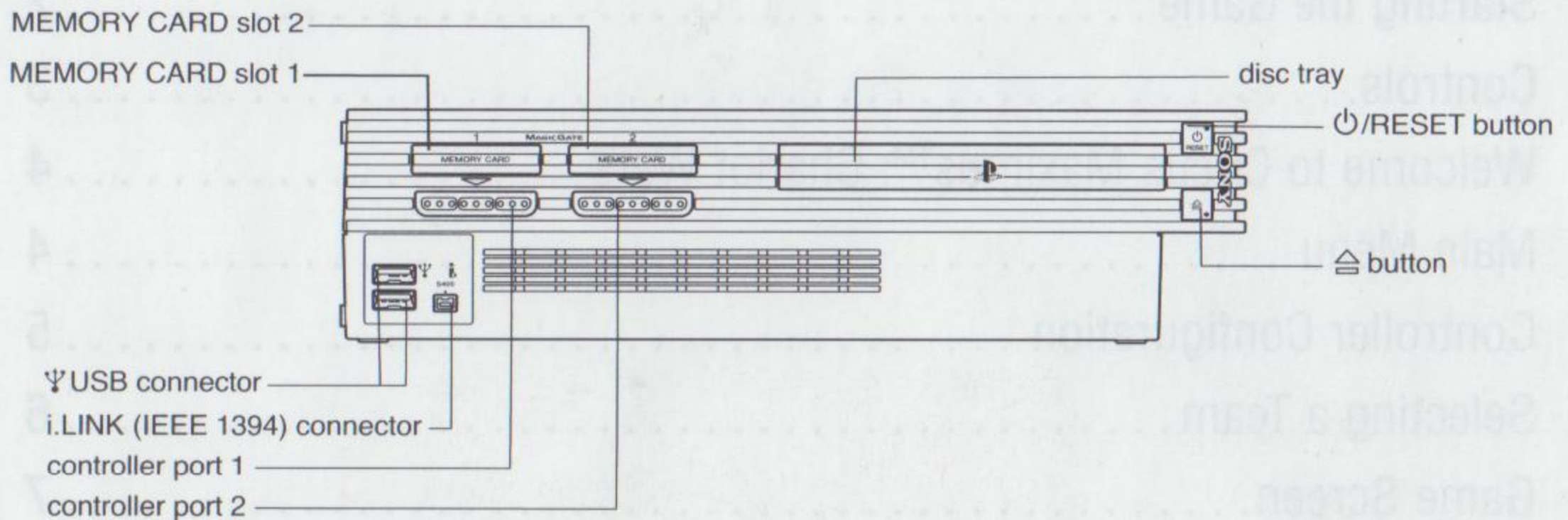
1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 272KB minimum • Multitap (for PlayStation®2) Compatible : 1 to 4 Players • Analog Control Compatible: all buttons • Vibration Function Compatible

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Starting the Game



Set up your PlayStation®2 computer entertainment system according to the instruction in its instruction manual. Attach game controllers and other accessories, as appropriate. Make sure the MAIN POWER switch (located at the back of the console) is turned ON. Press the  /RESET button. When the  indicator lights up, press the  button and the disc tray will open. Place the **Circus Maximus: Chariot Wars** disc on the disc tray with the label side facing up. Press the  button again and the disc tray will close. Follow the on-screen instructions and refer to this software manual for information on using **Circus Maximus: Chariot Wars**.

Memory card (8 MB) (for PlayStation®2)

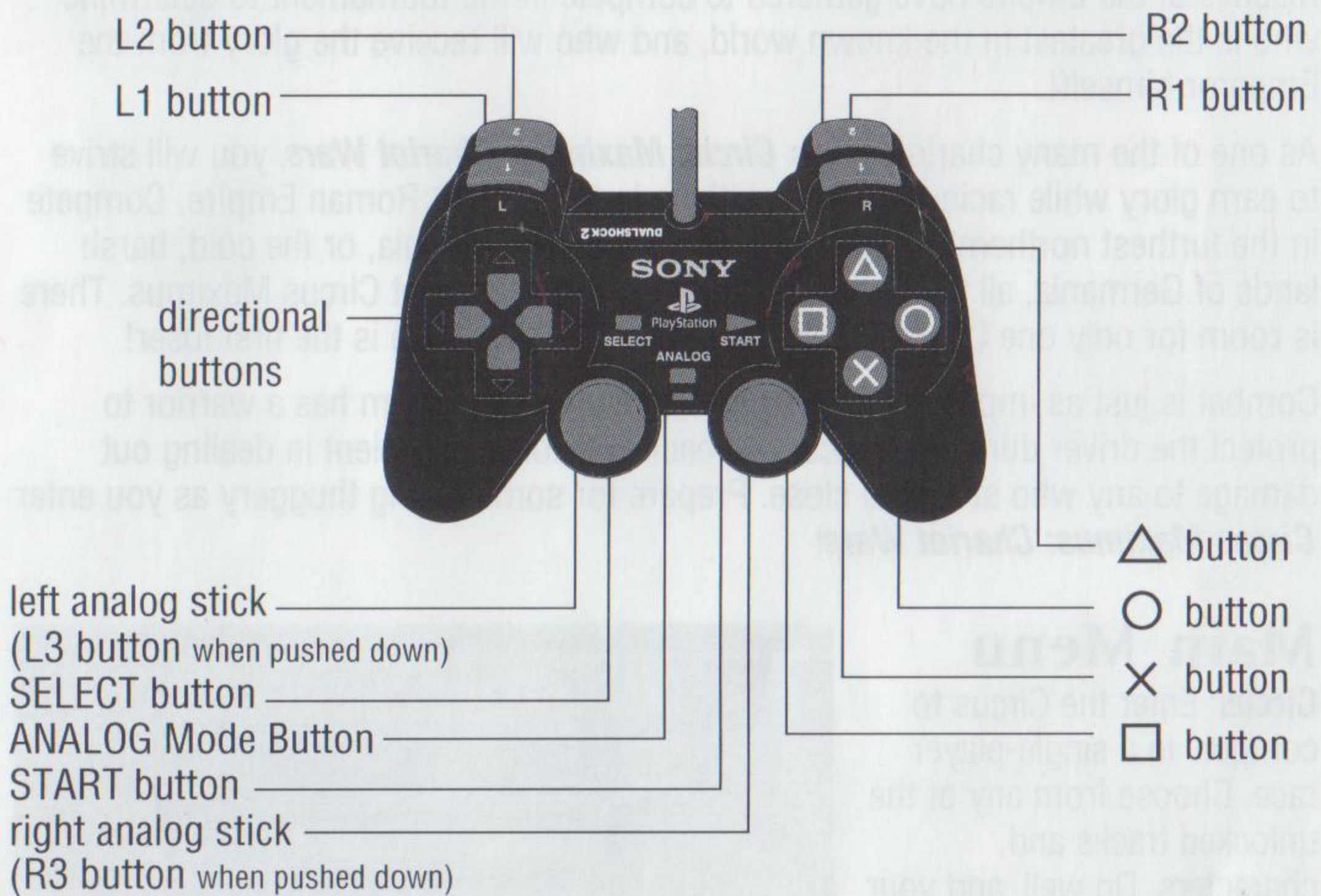
Circus Maximus™: Chariot Wars automatically creates a save game file if a memory card (8MB) (for PlayStation®2) is present in MEMORY CARD slot 1.

Saved games are automatically loaded if a memory card (8MB) (for PlayStation®2) is present in MEMORY CARD slot 1. Your game progress is automatically saved at the completion of each race.

Please make sure there is enough space on your memory card (8MB) (for PlayStation®2) before commencing play. **Circus Maximus™: Chariot Wars** save game files require 272 kb of space. It is advised that you do not insert or remove accessories once the power is on. Warning : If another memory card (8MB) (for PlayStation®2) is inserted after boot up, any previous Circus Maximus: Chariot Wars data contained on the memory card (8MB) (for PlayStation®2) may be overwritten.

Controls

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATION



Note : The digital controller cannot be used to play
Circus Maximus™: Chariot Wars

Welcome to *Circus Maximus™: Chariot Wars*

Circus Maximus: Chariot Wars is a brutal mix of racing and combat set in the height of Imperial Rome. The Great Circus provides entertainment to thousands of cheering crowds throughout the Empire. The greatest champions from the furthest reaches of the Empire have gathered to compete in the tournament to determine who is the greatest in the known world, and who will receive the glory from the Emperor himself!

As one of the many charioteers in ***Circus Maximus: Chariot Wars***, you will strive to earn glory while racing through settings in the ancient Roman Empire. Compete in the furthest northern expansion of the Empire in Britannia, or the cold, harsh lands of Germania, all to reach the ultimate arena, the great Circus Maximus. There is room for only one Champion of the Circus. Second place is the first loser!

Combat is just as important as driving the chariot. Each team has a warrior to protect the driver during the race, and each warrior is proficient in dealing out damage to any who stray too close. Prepare for some racing thuggery as you enter ***Circus Maximus: Chariot Wars!***

Main Menu

Circus: Enter the Circus to compete in a single-player race. Choose from any of the unlocked tracks and characters. Do well, and your name may be entered in the Hall of Heroes.

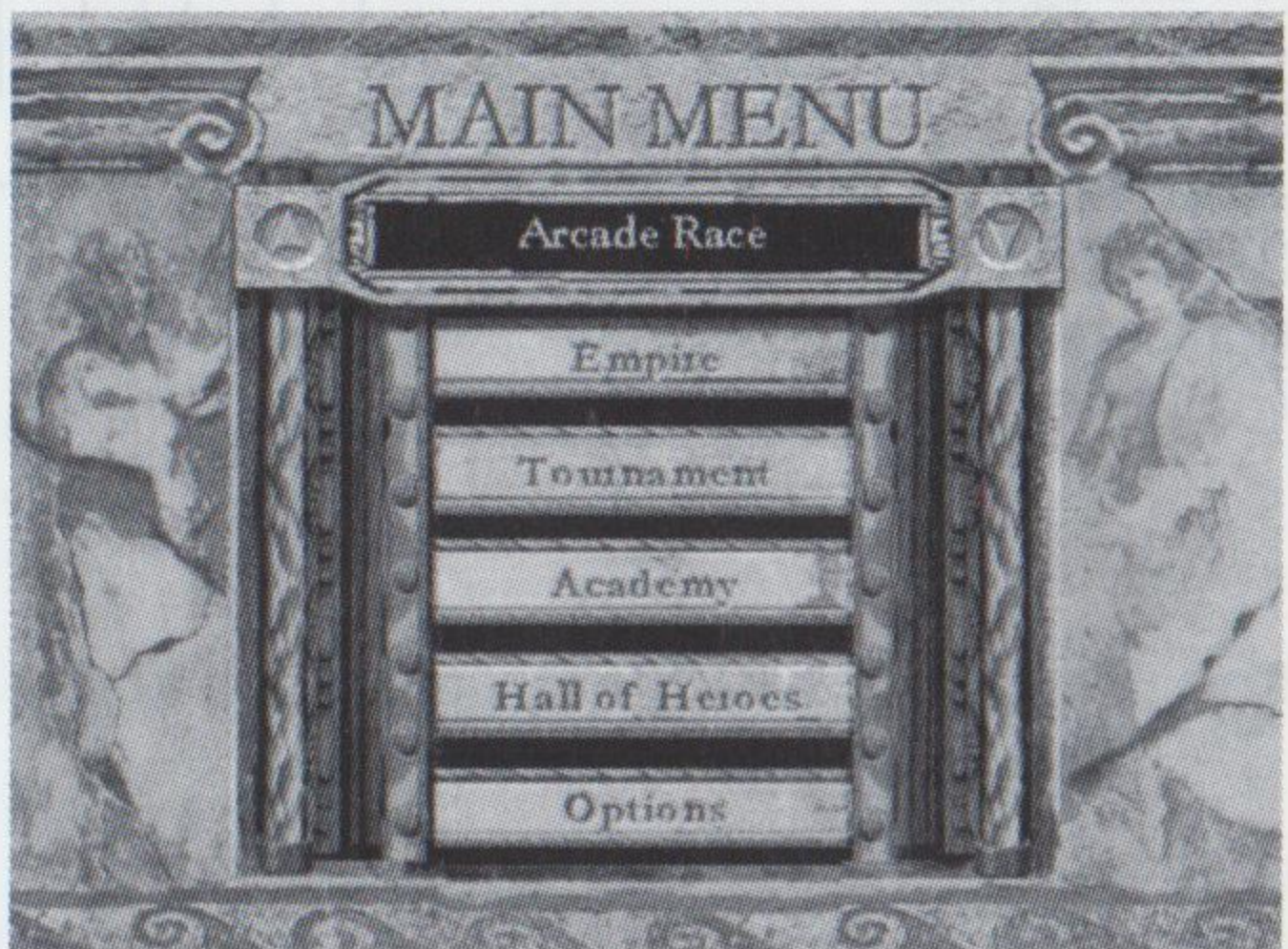
Empire: Enter here for a single multi-player race. Two players may compete against each other in head-to-head competition, or you may cooperate on the same team - one as the driver and the other as the warrior - to face your enemies. Up to four players may compete at the same time.

Tournament: This is the career mode of the game, where you may compete throughout all the courses in the Roman Empire to become the supreme champion. Earn dinari to advance your way through the courses. Winning here unlocks new tracks and new characters.

Academy: The legendary charioteer Sallus has prepared a series of training challenges to teach you basic and advanced techniques in driving your chariot and learning to fight.

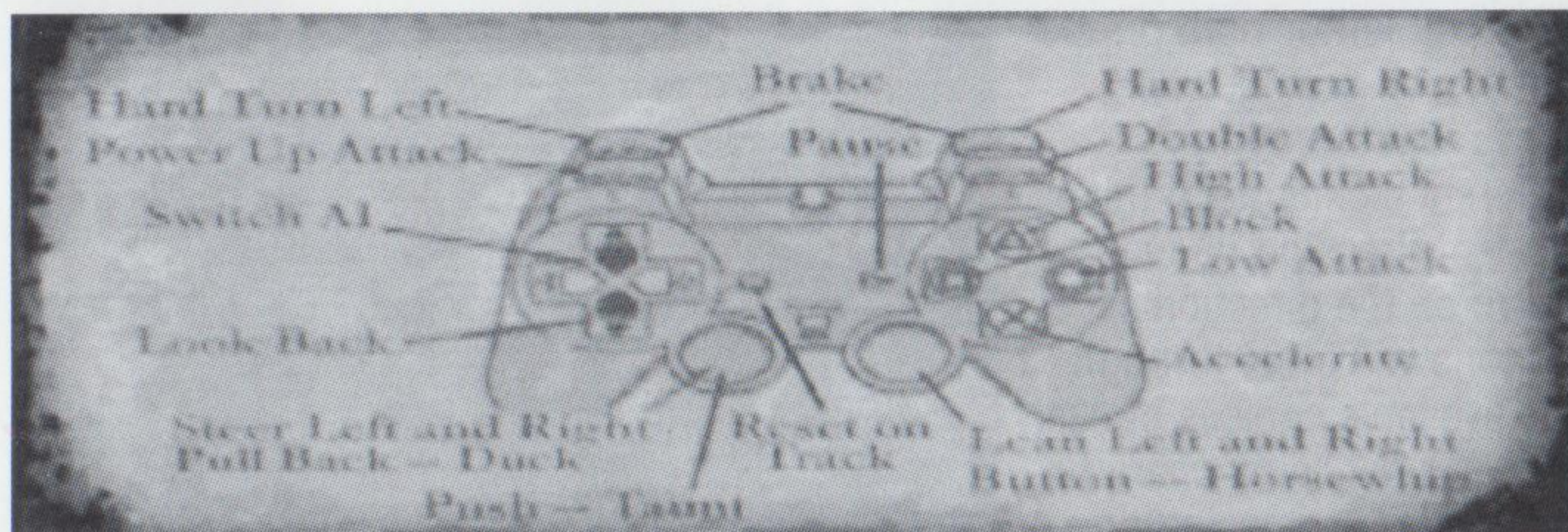
Hall of Heroes: Here are recorded the greatest of all charioteers. Each track has high score rankings for Most Dinari Earned, Most Kills, Fastest Lap Time and Fastest Race Time. Do you have what it takes to enter the Hall of Heroes?

Options: Here you can adjust certain aspects of gameplay, the display on screen, the difficulty setting and audio settings.



Controller Configuration

In Single Player mode, you control both the driver and the warrior. In Multiplayer cooperative mode, one player controls the driver while the other controls the warrior.



Driver

- Left Analog stick left and right
 - L3 Button
 - Right Analog stick left and right
 - R3 Button
 - Down Directional Button
 - Up Directional Button
 - Button
 - L2 Button
 - R2 Button
 - L2 Button + R2 Button
 - Left and right Directional Buttons
- steer chariot
 - taunt opponent
 - lean warrior
 - whip horses
 - look back
 - select AI or Player driver
 - accelerate
 - hard turn left
 - hard turn right
 - brake
 - look left and right

Warrior

- Left Analog stick down
 - L3 Button
 - Button
 - Button
 - Button
 - L1 Button
 - R1 Button
- duck
 - taunt opponent
 - low attack
 - block
 - high attack
 - finisher attack
 - double attack
- START Button
 - SELECT Button
- pause
 - reset chariot

Selecting a Team

There are four elements to a chariot team: the chariot, the horses, the warrior and the driver. On the Team Select Screen, you can choose from any of these elements you currently have unlocked.

Pressing left or right on the directional buttons will move you through the different elements on this screen. Pressing up or down on the directional buttons will cycle through the available choices of each element. While on chariots, for example, pressing up will cycle you through all the chariots you currently have available to use.



Information about the currently selecting element is displayed in the information box in the upper right corner of the screen. Information about the chariot's handling will be displayed, the horse stamina and speed, and background on the drivers and warriors.

The lower right hand corner of the screen contains your currently selected team. The warrior is in the left box; the driver in the right. The chariot is listed directly under the pictures of your charioteers, and your horses are displayed on the bottom line.

Once you have selected the chariot team you wish to use, Press X to advance to the next screen.



Game Screen

Team Health: This bar measures the health of your chariot team. If you take enough damage during combat to deplete your health and the chariot will crash. If you crash from falling in combat, your health will be reset at full. If you crash by making a mistake while driving, your health will be reset at its previous level, so watch where you're driving!

Opponent Health: Whenever you are in proximity to another chariot team, their health meter will display on screen. The warrior's name is also shown to identify the other team.

Skulls: In Death Matches and certain challenges, you will see a row of skull icons. These represent the number of kills you must attain in order to emerge victorious.

Pace Meter: Located in the center of the screen, this meter displays how much stamina the horses are using during the race. Try to keep the level of the meter in the center of the bar in the "Light Green" area. This is where the horses perform at their best. If you go into the yellow or red areas by whipping the horses hard, there may be a short burst of speed but they will quickly fatigue and slow down and/or stop.

Track display: In the upper right of the screen, a track map documents your location and all opponents on the racecourse. You are indicated by a red dot.

Driver and Warrior icons: These icons indicate which character the player is controlling. By default, you control both the driver and warrior during a race. However, you can switch to allow the driver to control the chariot team on his own while you take control of solely the warrior. Just keep in mind that the driver of the team may not always do what you want him to!

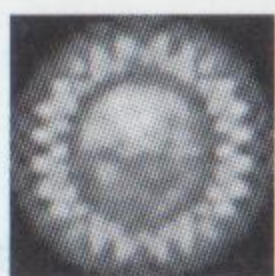
Position: This indicates your position in the race, from First to Fourth.

Lap: This indicates which lap you are currently racing, and the total number of laps to be raced.

Time: This indicates your current time over-all in the race.

Dinari: You can earn Dinari during a race by performing certain actions. The crowd likes to reward entertaining mayhem, and will throw coins your way for defeating opponents in battle, taking shortcuts, grabbing pick-ups, balancing on one wheel and running over hapless bystanders, among other things.

Pick-up Effect: The icons above the Position indicates any special abilities your team may acquire. The game has a shield, speed, 2X damage, thrown weapon and health pick-ups.



Shield



Speed



2X Damage



Throwable
Weapon

Remember, any of these on-screen elements can be turned off in the Options menu.

Playing the Game

Here are some tips and strategies to use to help you in Circus Maximus:

- Taunt – Taunting during a race will initiate combat with a nearby chariot team. Use this technique when you are gaining on a rival chariot team to make them pull back to engage you in combat.
- Use Pick-ups whenever possible
 - Health pick-ups will restore your team's health, and if your wheel is about to fall off the health pick-up repairs your chariot.
 - The Speed pick-up will give your horses a short burst of speed, but be careful through turns as the chariot is tougher to control.
 - The 2X pick-up will give your warrior the ability to deal out double damage with his attacks.
 - The Shield pick-up will protect you from taking any damage from all attacks (though you will take some if another warrior has the 2X pick-up), and this is the only way to protect yourself from Thrown Weapons.
 - The Thrown Weapon pick-up allow your warrior to hurl his weapon at a nearby team, instantly wiping them out unless they are protected by a Shield pick-up. Be careful though, if you take damage you will lose your thrown weapon. You have to use it or lose it!
- Lean going into turns – if you anticipate turns by leaning before you get there, you can take the turns at a much greater speed.
- Use your Power Up Attack to finish off stunned opponents – the Power Up Attack is a devastating blow, but your warrior is vulnerable while performing it. Wait for an opponent to become stunned before using this attack.
- Look for shortcuts – there are shortcuts and alternate routes in the courses, keep an eye open for them. The Thrown Weapon pick-ups are especially hard to find and are often hidden around the tracks.

Modes

CIRCUS

The Circus is the Arcade Mode of the game. Here you can select a chariot team and a track, where you can compete in a single race.

On the Track Select screen, you can choose to race on any of the available tracks in the game (Britannia, Cyprus and the Circus of Nero are available from the beginning). You can unlock new tracks and new gameplay modes by progressing through the Tournament.

EMPIRE

Circus Maximus: Chariot Wars can be played with up to four players. The Empire Screen will allow you to assign players to either Team 1 or Team 2. Two players can race head-to-head against each other, or they can race cooperatively on the same team against a full field of opponents. Three or Four

players can play at once, with up to two players per chariot team.

When racing on a cooperative team, one player controls the driver and the other controls the warrior. Under Moderate or Advanced Difficulty, the warrior will need to look out for leaning to keep the chariot on the ground through turns.

TOURNAMENT

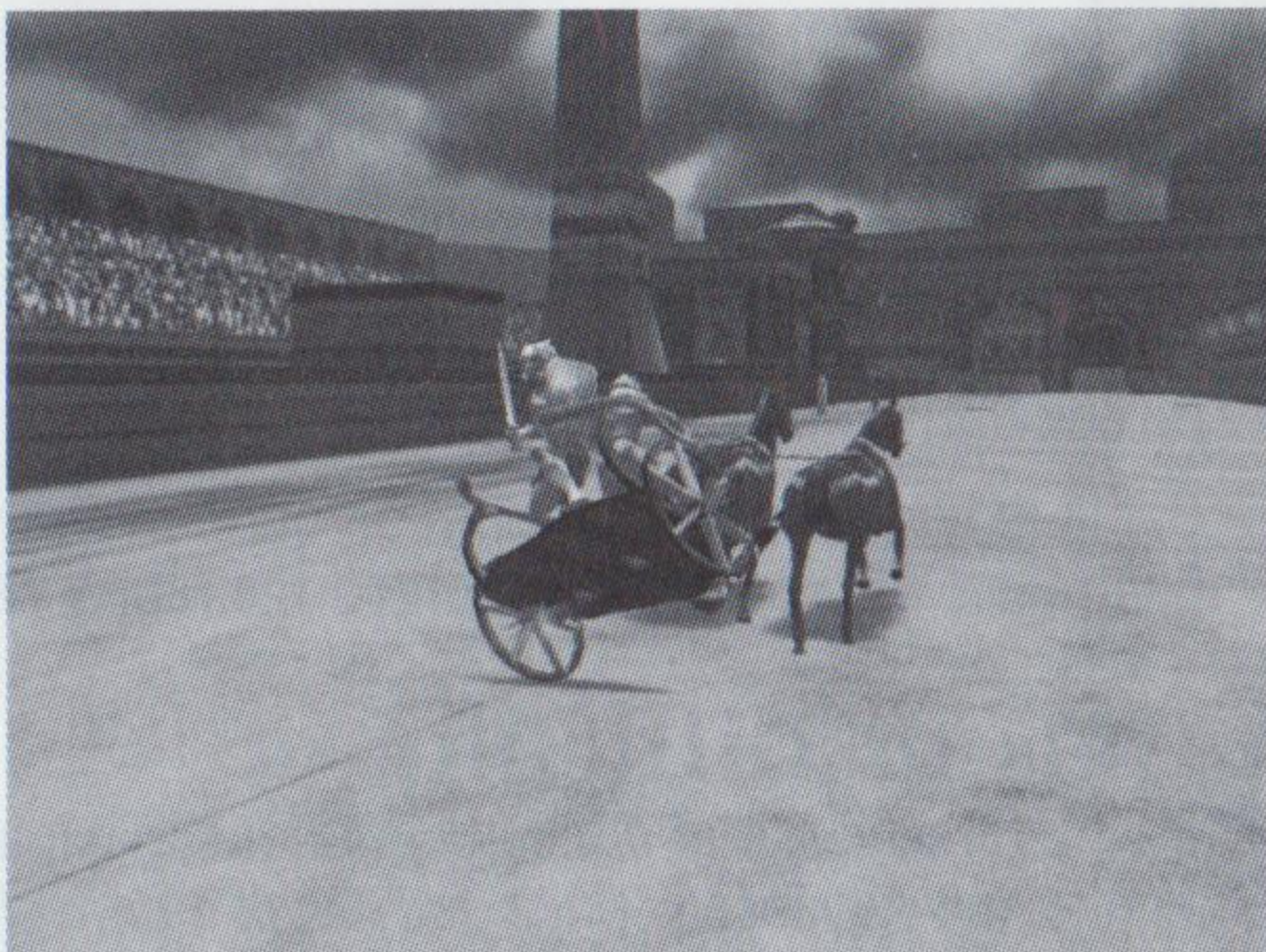
In order to be the champion of the great Circus Maximus and receive accolades from the Emperor himself, you must earn the right to compete there. You must start your career in the furthest reaches of the realm before you are able to compete in Rome herself.

In each track, you must earn enough dinari in order to gather enough fame to progress to new courses. Periodically, you must compete in the brutal Death Matches and emerge victorious in order to prove your worth to proceed to the next track.

Progressing through the tournament will unlock new courses, Death Matches and Chariot Teams for you to use in the game.

ACADEMY

Sallus is one of the greatest champions the Circus has ever seen, and he has been charged by the Emperor to train the next generation of charioteers. He has set up a series of challenges to teach you basic and advanced techniques to take you through skills you will need if you wish to become the next Champion of the Circus.



The first ten challenges are available from the outset of the game. New challenges can be unlocked as you progress through the Tournament.

HALL OF HEROES

The Hall of Heroes lists the best achievements of the greatest champions in the Empire. Will your name rank among them? The top scores for each track are listed, ranking the top five charioteers in Dinari Earned, Most Kills, Fastest Lap Time and Fastest Race Time.

HALL OF HEROES					
Score			Fast Lap		
1	Praetorius	3200	1	Celtrillus	02:40.00
2	Talos	3000	2	Tiberius	02:44.30
3	Kalunga	2950	3	Metos	02:49.49
4	Marcus	2825	4	Maja	02:56.00
5	Valeria	2825	5	Rebeka	03:01.19
Kills			Race Time		
1	Praetorius	10	1	Celtrillus	08:09.10
2	Valeria	9	2	Metos	08:30.99
3	Talos	7	3	Tiberius	08:34.40
4	Marcus	6	4	Rebeka	08:57.00
5	Kalunga	5	5	Maja	09:08.29

Britannia

Cyprus

Back

Exit

OPTIONS

- Display: you can turn off individual elements of the on-screen interface. The red light next to the icon means that icon is currently being displayed in game.
- Audio - you can adjust the volumes of the sound elements in the game.
- Difficulty – here you select the difficulty level of the game. If you want to change the difficulty level of the tournament, you will need to come here and select the desired difficulty level before you begin a new tournament. Remember, the level of difficulty you select will determine which assets you unlock during the Tournament.
- Game Play – here you can turn on/off the vibration function on your controller. You can also turn on/off the replay cameras in the game.

Levels of Difficulty

There are three levels of difficulty in Circus Maximus: Chariot Wars: Novice, Moderate and Advanced. *Once you select a difficulty level in Tournament mode you cannot alter it. In order to play at a new difficulty level you will have to re-start the Tournament.*

In the Novice Difficulty level, leaning is not necessary; your chariot will stay on the ground through turns. Opponents will be slow to block your attacks, and are not extremely aggressive in combat. Playing through the Tournament on the Novice Difficulty will unlock new Tracks.

In the Moderate Difficulty level, leaning will be necessary in sharp turns, or turns taken at full speed. It is still difficult to tip the chariot over, but it can happen if you're not careful. Opponents will block your attacks more frequently, and are much more aggressive in combat. Playing through the Tournament on the Moderate Difficulty will unlock new Tracks and will unlock the Death Matches.

The Advanced Difficulty level is where champions are born. Your warrior needs to anticipate turns by leaning early to help keep your speed up. Your opponents are at their best, blocking attacks frequently and fighting very aggressively.

Playing through the Tournament on the Advanced Difficulty will unlock new Tracks, unlock Death Matches, and will unlock champion Chariot Teams.

Pause Screen and Instant Replay

During a race, pressing the START button will pause the game. From the Pause Menu, you can choose to Continue the current race from the point it was paused, Restart the race from the beginning, Quit out of the race and return to the Main Menu, or view the Instant Replay.

The Instant Replay records the previous 30 seconds of gameplay. Go to the Instant Replay to view spectacular crashes or to relive your defeat over a hated foe. You can pause the replay to capture specific frames of action. Exiting out of the Instant Replay will take you back into the race.

The Charioteers

Only the greatest chariot drivers and warriors from throughout the Empire survive to compete in the great Circus Maximus. Here are the charioteers that have risen to the top.

Chief Kalunga – Warrior chieftain of the nomadic peoples of the dark continent. A chance encounter with the legions of Rome has turned into a lifelong quest to bringing down the Empire one opponent at a time.

Maja – A proud African hunter, one of a group of sisters who sought out truth in the Empire of the north, far from her home deep in the savanna of central Africa. Her time spent riding in her homeland, and her innate connection to animals gives her a strong driving advantage.

Valeria the Amazon – Raised in a small Amazonian village, Valeria broke all traditions and left to seek glory in the Arenas of the Roman Empire. Only the sting of her whip exceeds her beauty.

Rebeka of Thermi – One of the two charioteers from the Mediterranean island of Lesbos, Rebeka is a skilled driver, and a devout lover of the thrill of the race. With her partner, Valeria, she has competed across the Mediterranean, winning much acclaim.

Tiberius – One of the special chariot division of the African corps of Legionnaires, Tiberius has fought his way across northern Africa, the Near East, and the Balkans. In the growing peace and decadence of the Empire, he has had to turn to the circus to find the thrill of his former life.

Marcus – A hard bitten centurion, Marcus fell from grace in the Germanic wars, and stripped of his rank and privilege, has sought out a new life, spending his blood and sweat for the thrill of the fans in the circus.

Talos – Little is known about this titanic warrior. His contempt for the gods is exceeded only by his love of battle. It is said The Fates have condemned him to live or die each day by the will of his trident.

Metos – The best charioteer in all of Greece, famous for his skill, bravery, and his winning smile. His bust decorates gardens beneath the Parthenon, and his name drops from the lips of virgins from Athens to Nicopolis. Now, he strives to bring his fame beyond Greece to Egypt, Germania and glorious Rome.

Aurora of Ostia – A rough kid from the back streets of a grimy portside town at the mouth of the Tiber, Aurora has never been one to back down from a challenge. Her life of vice and crime eventually landed her in the Coliseum, where her skill in combat singled her out for service in the Circus.

Gargantus – A showman and a warrior. He was once an infantryman in the African Legions, now a professional charioteer in search of reliving his thrills as a driver in the ring. He is popular with the Roman crowds as a long-time champion, and an almost unbeatable foe.

Praetorius – A former Praetorian Guard, he abandoned his post for the glory of the great race. A practiced warrior, he cares nothing for his own life for he knows after deserting the service of Rome, he is already dead.

Celtillus – One of the Iceni tribe from Britannia, Celtillus has earned the reputation as one of the fiercest and craziest of charioteers, taking life-threatening risks with a smile on his face.

Gensoric the Hun – The emotionless expression of this Eastern warrior lends no hint to the fire that burns within. Once consumed with hatred for the Empire, he has now joined with it, and willingly promotes the great spectacle of Rome.

Wulf – A horse barbarian of the northern tribes, he was one of the first waves of warriors that struck the northern provinces, and was thus taken captive. Never seeking to learn the uncouth language of the Romans, he can barely speak in coherent sentences. Even among his wild brethren, he is known as "The Crazy One" and often froths at the mouth when over excited.

Princess Khensa – A beautiful princess of the Old Kingdom, who has cast aside her nobility and her royalty to ride in the Circus. Some say she is crazy to risk herself so, others know that her need for the thrill of speed and danger is so great, that nothing else could appease her.

Charac the Destroyer, High Priest of Zagros – A crazed desert madman from Egypt, few know his ways, or understand his desires, but many have felt his cruel wrath.

Ursinius – The rogue leader of the Germanic tribes, who knows only the lust for battle, the thrill of speed and the spoils they provide. Ursinius knows they are not a conquered people!

Gretchen – She is a barbarian woman of the frozen harsh lands of Germania. She is a favorite of the locals, who have never seen a woman so ponderously powerful. Don't let her girth fool you – beneath it all beats the strong Teutonic heart of a German barbarian.

Scorpius of Mauritania – A charioteer from the mercenary bands of northern Africa, Scorpius has fought his way through the rough coliseums of Africa and Asia Minor. His skill with the chariot has few equals.

The Minotaur of Crete – A trick of the Great Circus, or a legend made real? No one can say, as few that have come close enough to meet his terrible wrath have lived to tell the tale.

Sallus – He was one of the premier charioteers in the empire for many years until he retired. Now he teaches the next generation of charioteers all the tricks of the trade.

Agrippa – One of the finest charioteers ever to graduate from the training of Sallus, Agrippa is a master of precision driving. Together with his teacher, they form a team that still has plenty to teach the new generation of champions.

Tracks

Race along courses scattered throughout the Roman Empire. You must compete in the Tournament in Advanced mode to unlock all of the tracks.

BRITANIA

Race along the rolling hills of ancient Britain, the furthest limit of Roman rule.

CYPRUS

This track is set along the hills and cliffs of the beautiful sun dappled Greek island.

GERMANIA

Winding through the snow-blanketed Germanic forest, this course is on the outskirts of the Empire.

ALEXANDRIA

Alexandria is a grand city mixing the ancient style of the Egyptians with the new splendors of Greek and Rome.

ROME

Here, under the eyes of thousands of Roman citizens, and the Emperor himself, vie for the title of Supreme Chariot Master.

CIRCUS NERO

Set in the hills to the West of Rome, there is no exit from the circus. All action in the Circus of Nero takes place within the circus itself.

CIRCUS MAXIMUS

The final track in the tournament, where winning brings everlasting glory. Only the greatest of the charioteers are allowed to race in the Circus Maximus.

Horses

Each horse has certain strengths and weakness. Choose your horses carefully, factoring in the chariot and track conditions.

You must compete in the Tournament in Advance mode to unlock all of the horses.

HORSE	SPEED	STAMINA
AFRICAN	HIGH	LOW
AMAZON	MEDIUM	MEDIUM
GREEK	LOW	MEDIUM
ROMAN	HIGH	MEDIUM
EGYPTIAN	MEDIUM	HIGH
FANTASY	LOW	HIGH
GERMAN	LOW	HIGH
HUN	MEDIUM	MEDIUM
GLADIATOR	LOW	MEDIUM
TRAINER	HIGH	LOW
ICENI	HIGH	HIGH

Chariots

At the beginning of each race, you may choose from a variety of chariots. The interaction of the chariot with the horses, the environment, and the driver makes this an important decision.

You must compete in the Tournament in Advanced mode to unlock all the chariots.

CHARIOT	TRACTION	HANDLING
AFRICAN	HIGH	FIRM FRAME, CORNERS WELL
AMAZON	LOW	LIGHTWEIGHT AND RESPONSIVE
GREEK	HIGH	DEPENDABLE AND EASY TO CONTROL
ROMAN	MEDIUM	CHARIOT OF CHOICE
EGYPTIAN	MEDIUM	ORNAMENTAL BUT FUNCTIONAL
FANTASY	LOW	BUILT FOR SPEED BUT HARD TO CONTROL
GERMAN	HIGH	HEAVY, STURDY AND DIFFICULT TO TIP
HUN	LOW	EFFECTIVE FOR TIGHT TURNS ON AN OVAL TRACK
ICENI	HIGH	FINELY CRAFTED QUICK HANDLING
GLADIATOR	MEDIUM	WELL BUILT, QUICK AND INTIMIDATING
TRAINER	MEDIUM	NICE BALANCE OF SPEED AND CONTROL

Credits

Kodiak Interactive – “CIRCVS MAXIMVS” Team

Elizabeth Abbott – Voices
John Bacon – Programmer
Solomon Blaz – Audio Programmer
Chris Braymen – Audio Programmer
Cesar Dacol – Character Modeler
Jon Dean – President
Brian Decaria – Test Lead
George Dechiara – Technical Artist
Pierre Fortin – Graphic Artist
Patrick Halliday – QA
Bryon Hapgood – Programmer
Devon Hargaves – QA
Mark Henrichsen – Speech Designer
Robin Huff – Voices
Tom Hudson – Art Director
Pete Ivey – Technologist
Kelly Kofoed – Environmental Modeler
Kevin Kralian – Technologist
Mike Lampell – Director of Technology
Cameron Landies – QA
Mike Lott – Art Pre-Production
Nathan Magro – QA
Dave Manning – QA
Rogério Mendes – Technical Artist
Neal Middleton – Voice
Paul Mombourquette – Animator
Ian Morris – QA Manager
Karen Muro – Sound Designer
Dave Murrant – Director of Project Support Group
Chris Natsumme – Designer
Lee Phung – Texture Artist
Randy Platt – Programmer
Rich Reagan – Pre-Production
Josh Rogers – Voices
Mary Scriven – Texture Artist
Shawn Sears – QA
Chris Sehy – Programmer
Tony Simerman – Producer
Dwain Skinner – Programmer
Jonathan Slager – CEO
Kevin Snider – Texture Artist
Nathan Sumsion – Designer
Fraser Sunderland – Animator
Tom Ta – Technical Artist
Shaun Tullis – Studio Art Director

Martin Uresti – QA
Marita Viselli – Public Relations
Brandon Voeller – Texture Artist
Don Wells – Programmer
John Woznack – Technical Lead
Luke Ye – Environmental Modeler
Jim Young – Programmer

**“Thanks to all the Kodiak staff, our families and friends for their support
during the making of Circus Maximus”**

MUSIC

Big Idea Music Productions Inc. – Music
Chuck E. Myers, Tino Saiki, and Brady Ellis – Composers
Linda Rowberry, Neal Middleton, Sydney Powers, and Melissa Petty – Vocals
Bjorn Thorsrud, Tino Saiki and Brady Ellis – Guitar
Lisle Moore – Live Brass
Recorded and Mixed at Big Idea Studios in Salt Lake City, Utah

ENCORE, INC.

Development

VP, Product Development – Sylvia Martinez
Senior Producer – Eric DeMilt
Associate Producer – Daniel Ramirez
Associate Producer – Ed Turner
Lead QA – Fadi Awed
QA – Ron Duke
QA – Andrew Simpson

Marketing

VP, Marketing – Jill Griffin
VP, New Business Development – Richard Lowenthal
Director of Marketing – Betsi Shepherd
Product Manager – Candice Uyloan
Asst. Product Manager – Teresa Lee
Creative Services Manager – Thom Dohner
Production Coordinator – Jill Crowe
Sr. Graphic Designer – June M. Seefeldt
Traffic Coordinator – Andy Alvarez

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